



## COURSE OVERVIEW

# Captivity

 Substance Abuse Prevention

SCH 201



## COURSE DESCRIPTION

**Captivity** is a substance abuse course specifically written for teenagers. It is a cognitive self-awareness course that focuses on the underlying thinking errors that get so many youth in trouble. It is a prevention and early intervention course written as historical fiction as it follows the lives of young people as they struggle with their decisions to experiment with harmful substances. It is designed to help teenagers improve their academic performance and personal development as they navigate their youth into adulthood by avoiding the common pitfalls of chemical abuse.



## LEARNING OBJECTIVES & SKILL DEVELOPMENT

- Arm students with the necessary thinking skills to avoid the addictive nature of drugs.
- Increase student awareness of possible consequences of chemical use
- Inspire and empower students to live a drug free life
- Students will develop drug avoidance skills and techniques



## RECOMMENDED USES

- **Self-Directed**—Student does most of the course work independently with a parent or mentor.
- **Group**—To be completed at school in a group format with a facilitator.
- **Hybrid**—A combination of self directed learning and group instruction.
- **Blended Learning**—A combination of online and offline curriculum



## COURSE INFORMATION

Author and Publisher: ACCI Lifeskills

Course Format: eLearning and Printed Workbook

Item Number: SCH 201

eLearning Length: 182 Slides

Scientific Model: Cognitive Restructuring

Workbook Pages: 36

Course Length: 4-8 hours

Instructor Guide: G605



## COURSE CONTENT

### Unit 1: RENE

Drug addiction is not a forever sentence.

### Unit 2: JACOB

The decision to change is personal.

### Unit 3: JESSICA

Decisions to use bring real consequences.

### Unit 4: LIFE

We have a choice, captivity or freedom.



## PURCHASE OPTIONS

- License to reprint
- Purchase individual courses
- Customized eLearning platform
- Parent Enrollment



## eLEARNING ACTIVITIES

Narration

Story Telling

Animation

Gamification

Animated Thoughts

Self Assessments

Interactive Images